

**IN THE SPECIFICATION**

1. Replace the paragraph beginning at page 3, line 18, with the following replacement paragraph.

According to one embodiment of the REEL TIME™ gaming system, described in the above cross-referenced applications, players from one or more gaming locations electronically submit one or more cards. A game engine included in the system automatically groups the players, conducts the games, and then returns results to the participating players at their respective player stations. Returning a result includes communicating data that directly identifies the result of the game for a particular card, or data that indirectly identifies the result, such as through a look up table. The identified result is then presented at the respective player station in the form of a suitable graphical representation. The graphical representation may include the actual bingo pattern for the player's card and may also include a graphical depiction of some aspect of a game not traditionally related to a bingo game, such as a horse race, or a pattern of reel stop positions in a slot machine, for example. In some implementations,— a player may place more than one bingo card in play at a given time and results for the different cards are displayed in some unified graphical representation, such as a representation of a multi-line slot machine for example.

2. Replace the paragraph beginning at page 9, line 8, with the following replacement paragraph.

System 100 includes an arrangement for grouping players for the play of a single bingo game to facilitate rapid play. This grouping includes limiting the number of players that participate in a bingo game to reduce the time required to play the game. System 100 reduces the time between a play request at one of the EPSs 103 and the return of results to the respective EPS sufficiently to allow a great deal of flexibility in how results in the bingo game are displayed to the player. In particular, the bingo game results may be displayed in some manner unrelated to

bingo. For example, the bingo game results may be mapped to a display traditionally associated with a reel-type game (slot machine), to a display relating to a card game, or to a display showing a race such as a horse or dog race, for example. Preferred techniques for mapping bingo game results to displays associated with games or contests unrelated to bingo are described in U.S. patent application Serial No. 10/060,643 filed January 30, 2002, and Publication No. 2002-0132661-A1, entitled "Method, Apparatus, and Program Product for Presenting Results in a Bingo-Type Game." The entire content of this prior application is hereby incorporated herein by this reference.

3. Replace the paragraph beginning at page 10, line 14, with the following replacement paragraph.

Regardless of the rapid play facilitated by system 100 and regardless of the manner in which the bingo game results are displayed, the underlying game remains a standard bingo game played in the traditional sequence of play for bingo games. That is, each player obtains or is assigned a bingo card or bingo card representation, all bingo cards in play in the game are daubed or checked for matches with a randomly generated sequence of designations (for example, designations produced in a ball draw or produced by a random number generator), and the first card in the game to match the sequence of designations to produce the game ending winning pattern wins the bingo game. Additional prizes may be awarded for other patterns that may be produced in the course of the bingo game. The mapping of different prizes to various bingo patterns that may be produced in the course of a bingo game in system 100 may be accomplished as described in U.S. patent No. 6,569,017, entitled "Method for Assigning Prizes in Bingo-Type Games" or U.S. patent application Serial No. 10/238,313, filed September 10, 2002, Publication No. 2004-0048647-A1, entitled "Prize Assignment Method and Program Product for Bingo-Type Games." The entire content of each of these prior documents is incorporated herein by this reference.

4. Replace the paragraph beginning at page 12, line 21, with the following replacement paragraph.

Figure 3 shows an example of an EPS 103 that may be used in a gaming system embodying the principles of the present invention. The illustrated EPS 103 includes a processor 300, volatile memory 301, nonvolatile memory 302, and a communications interface 303. The volatile and nonvolatile memory stores computer program code that may be executed by processor 300 to cause the processor to perform or direct the various functions provided by EPS 103. Communications interface 303 allows communications between EPS 103 and its respective LAS 102 and/or CGS 101. EPS 103 also includes a user interface arrangement to facilitate player participation in the bingo games offered through gaming system 100 shown in Figure 1, and display results in an exciting and attractive format. In particular, the user interface arrangement associated with EPS 103 facilitates the play of the underlying bingo game and participation in one or more bonus rounds according to the present invention. A preferred user interface includes player controls 304, a display or touch screen display 305, a sound system 306, and perhaps other features 307 such as alarms or special displays or alerting devices. Each EPS 103 also preferably includes a convenient system for allowing the player to input player-specific information and for receiving wagers and dispensing winnings. For example, the EPS 103 shown in Figure 3 includes a player card reader 308 that is adapted to read player-specific information from a player account card inserted into the reader. A player account card may, for example, include player information or simply a player identifier encoded on a magnetic medium (mag stripe) associated with the card, or encoded in a bar code, or a memory device associated with the player card. The illustrated EPS 103 also includes a device 309 for receiving value and issuing value in the course of play. This device may accept currency, vouchers, or tokens, for example, and also output currency, vouchers, or tokens. Of course a separate device may be used to receive and issue value for games played according to the present invention. Alternatively or in addition to value in/out device 309, EPSs 103 may read player account information from the player card or player information otherwise input at the EPS, and account for wagers and winnings in the manner set out in U.S. patent application Serial No. 10/044,478, filed January 10,

~~2002~~, Patent No. 6,969,320 B2, entitled "Distributed Account Based Gaming System," the entire content of which is hereby incorporated herein by this reference.

5. Replace the paragraph beginning at page 15, line 6, with the following replacement paragraph.

In system 100, result server 401 is implemented in CGS 101 or a LAS 102 depending upon the configuration of the system and the mode of operation at the particular time. That is, either CGS 101 or LASs 102 may be capable of identifying bingo results in system 100, as described more fully in U.S. ~~application No. 10/456,721~~ Publication No. 2004-0152499-A1, which is incorporated herein. Display controller 402 may be implemented in an EPS 103 in system 100. In particular, display controller 402 may be implemented through software code and processing hardware at EPS 103 used to control the images produced on the display (305 in Figure 3) associated with EPS 103. Thus, Figure 4 shows display controller 402 included in an EPS 103.

6. Replace the paragraph beginning at page 15, line 14, with the following replacement paragraph.

The details of how a particular result server ~~determines, that is,~~ produces, identifies, or obtains a result for a game play are not critical to the present invention; ~~a~~ A result server need only provide the game play result for use by a display controller for controlling the display in the course of game play according to the invention. Thus, many variations are possible for a result server within the scope of the present invention. The result server may be implemented in one or more servers located remotely to the player station and the results may be obtained through the play of a bingo game, games similar to bingo, lottery games, or any other types of games. A result server may even be located at the player station itself within the scope of the present invention. The specific embodiment in connection with system 100 is shown only for purposes of example.

7. Replace the paragraph beginning at page 19, line 1, with the following replacement paragraph.

A method according to the invention may be described with reference to the diagram of Figure 5. In the following description of Figure 5--- it will be appreciated that the references to the physical components are references to the diagrams in Figures 1, 2, 3, and 4 that show those components. The illustrated process begins with the submission of a game play request in the game as shown at process block 501. Such a game play request may be submitted from a player station such as an EPS 103 in Figure 1. The system responds to the game play request by obtaining, producing, or identifying a result in the game or game play result as shown at process block 502 in Figure 5. This step may be performed by any suitable result server such as a CGS 101 and/or LAS 102 as described above and in related ~~application 10/456,721~~ U.S. Publication No. 2004-0152499-A1. The step shown at process block 502 may also be performed by selecting a predetermined result from a sequence of lottery results or by generating a result randomly or according to some algorithm. The process may also include a step such as that shown at process block 503 of associating at least some results with a bonus round as described above in connection with bonus association controller 403 in Figure 4. Regardless of how the game play result is obtained, and how certain game play results may be associated with bonus rounds, the illustrated preferred process next includes determining whether the respective game play result is associated with a bonus round as indicated at decision block 504. If the game play result is not associated with the bonus round (a non bonus game play result), the player station display shows or displays the non bonus game play result to the player as indicated at process block 505, and then the process returns to wait for the next game play request.

8. Replace the paragraph beginning at page 22, line 11, with the following replacement paragraph.

It should be appreciated that the graphical presentations shown in Figures 6, 7, and 8 are shown only for purposes of example and are by no means the only presentations that may be used

in implementing the present invention. Rather, the graphical presentations that may be used to implement the present invention are limited only by the imagination of the presentation designer. For example, rather than showing objects such as doors as selection options, the objects may be gift-wrapped packages, and the selected package may be unwrapped to display the given game play result. Also, the presentation may provide any number of interesting and exciting graphics in the course of revealing the game play result after the player has made their selection. For example, in the example of a number of doors from which the player may select, once the player has made their selection the selected door may expand on the display and the other doors may disappear from the display. Continuing along with this example, the presentation may show an animated person representing the player or a character for the player, who enters through through the opened door and does battle with a dragon for example. The outcome of the battle may be correlated to the underlying game play result, which is ultimately shown on the display once the animation is complete.

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